

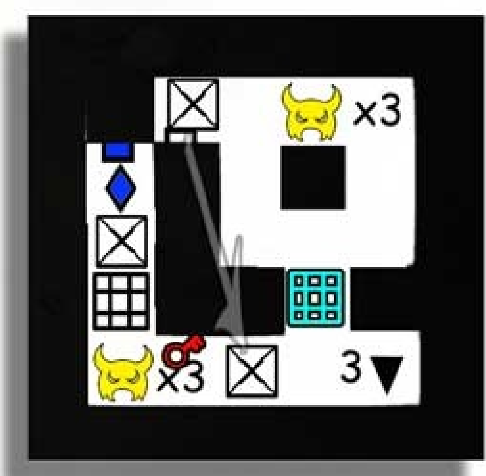
Trader
Enemy with Armour
Enemy with Weapon
Enemy with Armour & Weapon
Enemy with Health/Coins/Common Keys
Enemy with Armour, Weapon and Health/ coins/Common Keys
x2 Group of 2 Enemies
x3 Group of 3 Enemies
x4 Group of 4 Enemies

Unlocked Gate
Locked Gate (Requires Common Key)
Locked Gate (Requires Switch)
Locked Gate (Requires Special Key of Same Colour)
Special Key

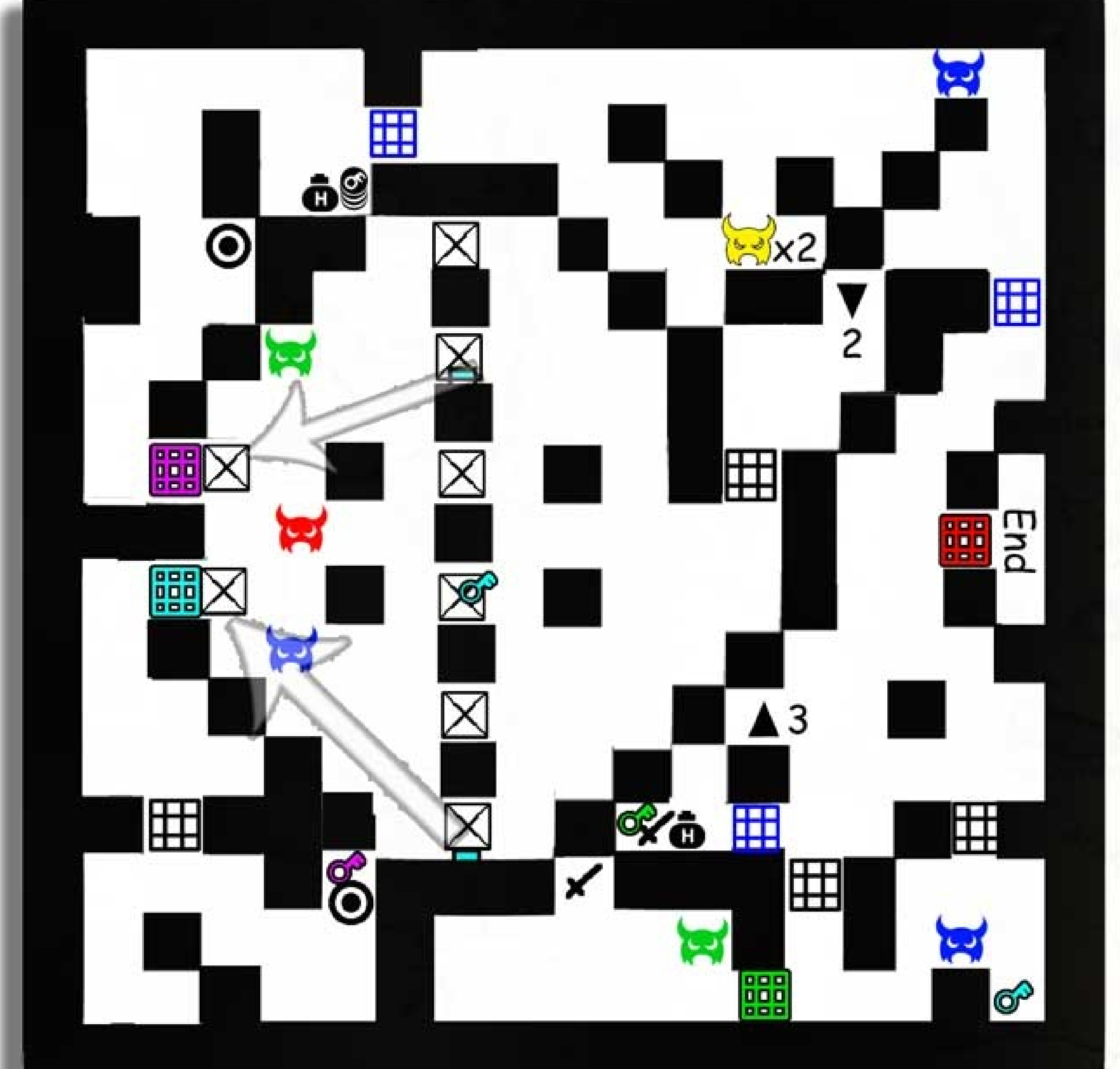
Wall Switch with corresponding Fake Wall
▲1 ▼1 Ladder Up and corresponding Ladder Down
A A Hole in Floor with corresponding Hole in Ceiling

Pressure Pad (Some are invisible)
Resurrection Room
Pressure Pad (Spins Player 180 degrees)

Coins/Common Keys
Shield/Armour
Weapon/Ammo
Health (Food/Drink/N'egg/Potion)
Gem
Wand

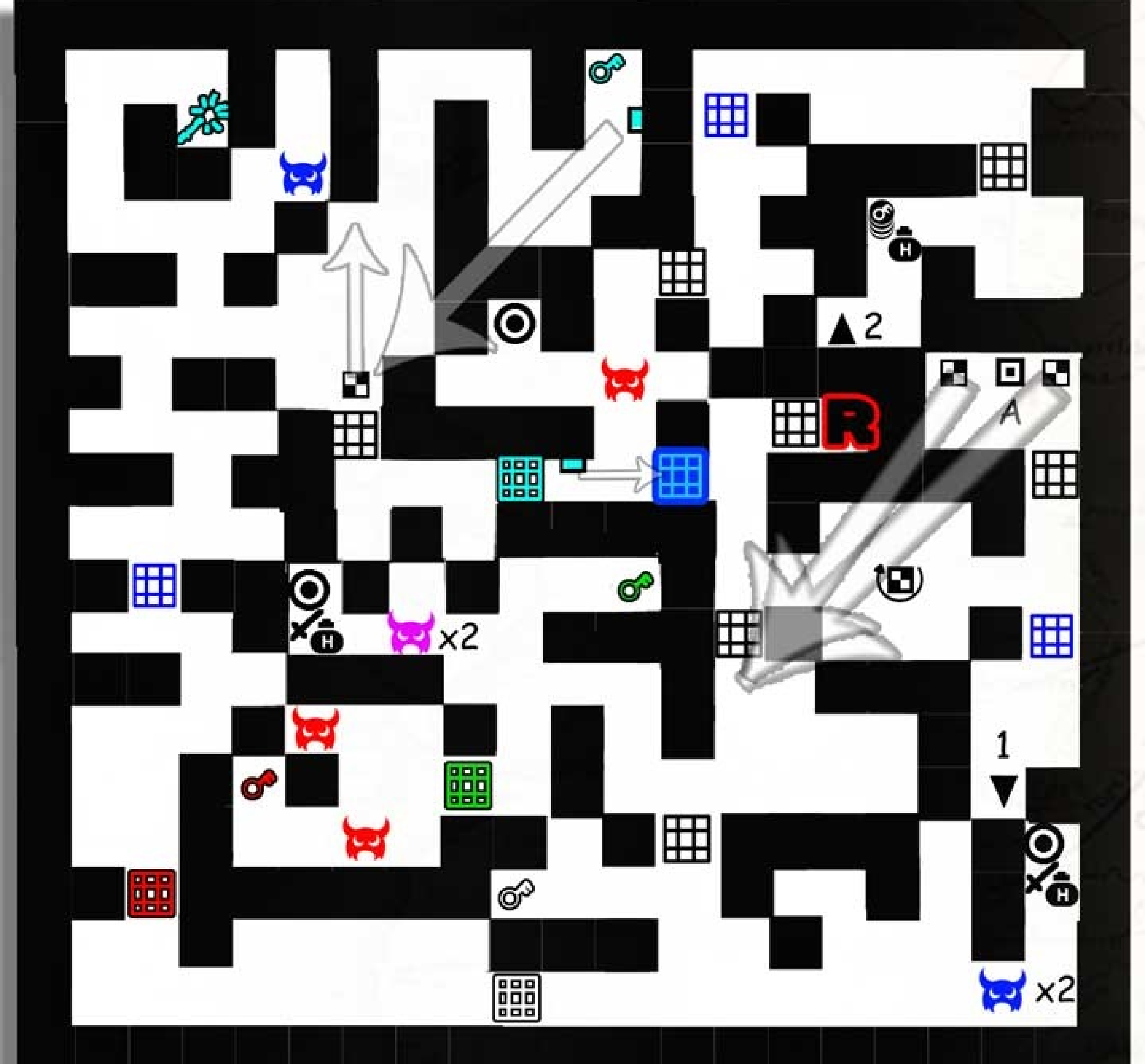


The fake wall inside the square room can be passed through to activate the wall switch. This switch deactivates the fake wall outside the room. After this, there is another fake wall, which you must walk through to obtain the moon gem.



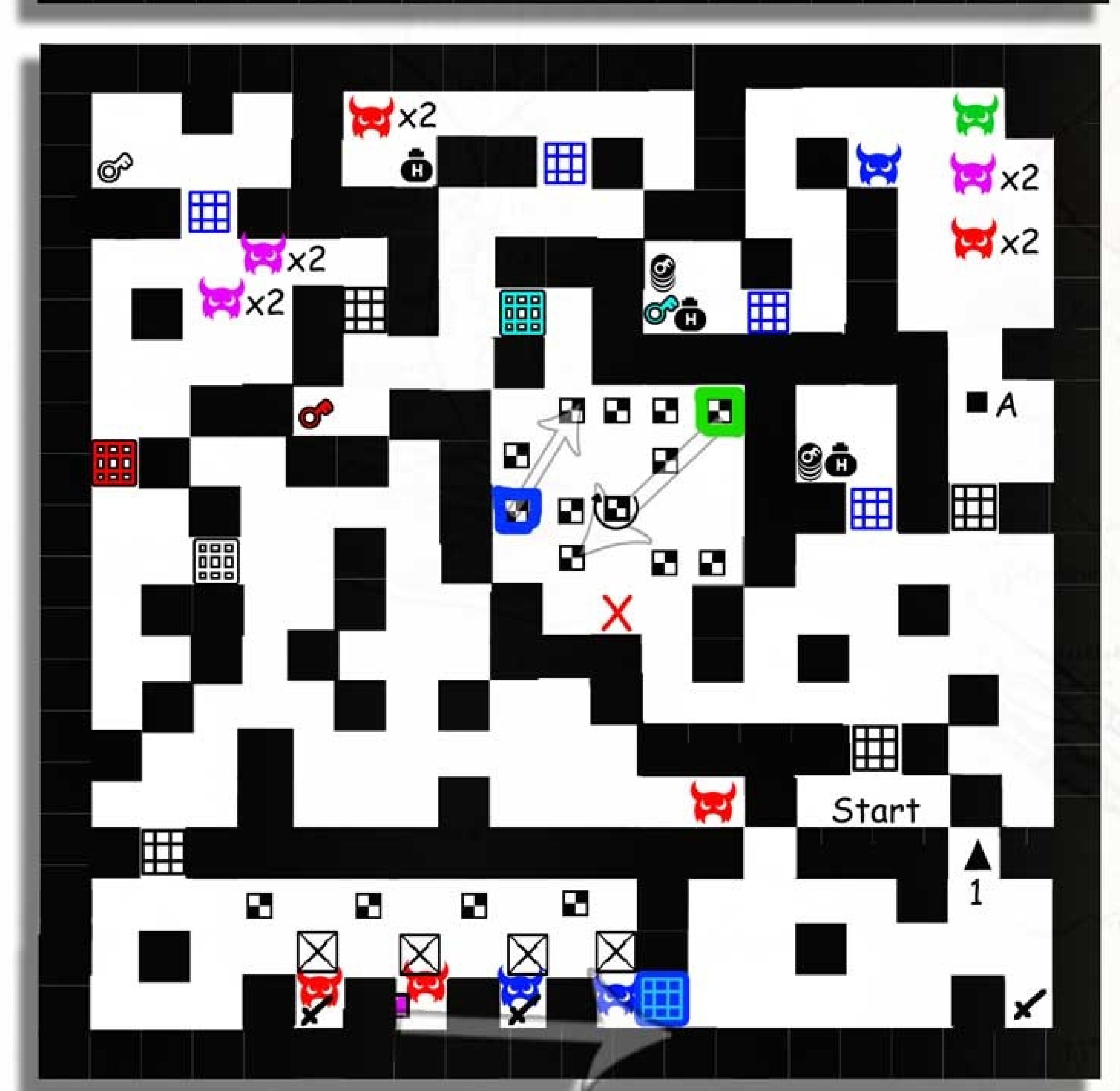
Use an assassin as your leader to work your way through the series of fake walls; there are two wall switches and a moon key hidden amongst them. The two wall switches deactivate the two fake walls indicated by the arrows.

The weapon found behind the green gate is a stealth blade; arm your assassin with it, and send him to the front of your group; whenever an opponent turns his/her/it's back on you, you'll inflict anything up to 300 hit points!



The blue wall switch in the top centre of the map deactivates the invisible floor switch in front of the gate indicated by the arrow; the invisible floor switch teleports you to a square 3 squares behind you.

The two floor switches on either side of hole A both teleport you to the same spot, as indicated by the arrows.



Most of the floor switches in the centre are invisible, and teleport you back to the square marked x. The centre switch is a spinner, and the two visible switches are required to deactivate the switches that bar your progress. This is the route you should take...

You may wish to save the game at this point, as the enemies beyond here can gang up on you quite easily. *Try* to take them on one at a time.

The row of floor switches at the bottom of this floor each deactivate a fake wall; one of them hides a wall switch that opens the nearby gate. Deactivate them one at a time.